



Meet Crosswalk New HTML5 Runtime

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Outline

- **What** is Crosswalk and **why** do we need it?
- Architecture – **how** Crosswalk is constructed?
- Features for Tizen 3.0
- How to Contribute
- Demo

The background is a light gray surface decorated with various elements. In the upper right, there is a cluster of confetti in shades of blue, green, and dark blue. Below this, there are three overlapping circles: a large white one, a smaller white one above it, and a medium-sized one with blue and white diagonal stripes to the right. To the right of the circles, a white rectangular shape is partially visible, with a blue triangular shape underneath it. In the bottom right corner, there is a faint, stylized city skyline with a prominent tower. The text "What and Why" is written in a blue, sans-serif font in the lower-left area.

What and Why

What is Crosswalk

- **New HTML5 runtime based on Blink and Content Module**
- **Designed for Tizen but also for Android**
 - Supports also Linux, Mac and Windows
- **The HTML5 runtime for Tizen 3.0**
 - Replaces the WebKit based Tizen 2.x WRT
- **Open source - started in Sep-2013**
- **6 weeks release cadence. Stable, Beta and Canary channels**
- **GitHub for code and reviews. JIRA for features and bugs. FreeNode for IRC.**

Crosswalk Project Goals

- **Fully open source project – embraces participation**
- **Based on W3C standards and landing zone for new draft APIs**
- **Bring web applications to the next level – closer to native**
- **Backwards compatible with Tizen 2.x WRT**
- **Easy adaptation for downstream projects**
 - Tizen, Tizen SDK, Cordova, Intel XDK
- **Good co-operation with upstream projects**
 - Chromium, Blink, Skia, V8, Wayland

Why do we need new HTML5 Runtime

- Fear of WebKit project not meeting the Tizen needs
- During 2013 Blink rendering engine became live
- We believe Blink is the most competitive HTML5 engine
- Lot of other companies and communities has made the same conclusion and moved using Blink
- Google is very open and willing to accept contributions to Blink

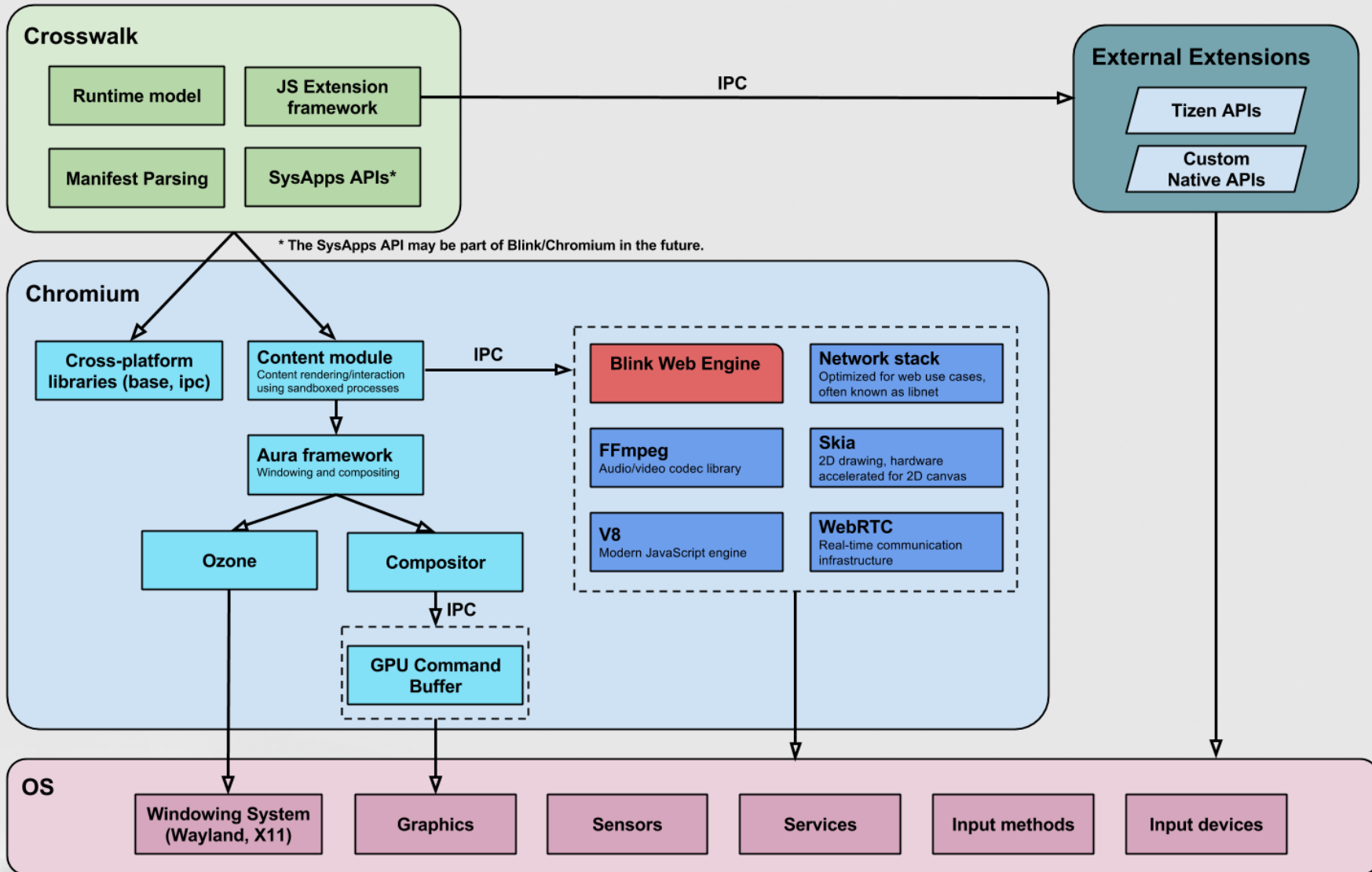
Architecture for Tizen 3.0



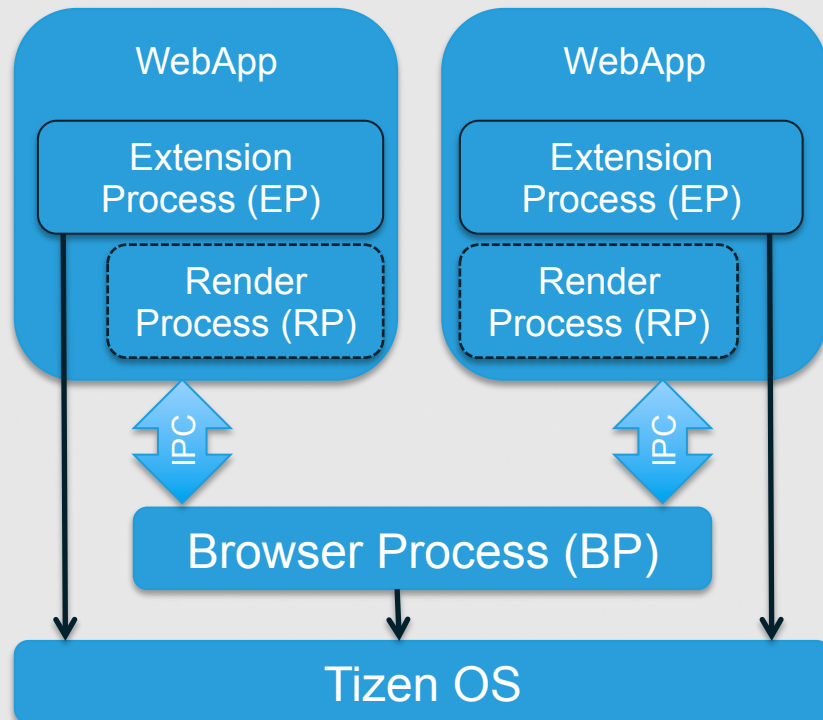
Crosswalk Architecture Goals

- **Based on Blink and selected parts of Chromium**
- **Work on the upstream to enable features we need**
- **Minimize the changes on Crosswalk Blink and Chromium**
- **API extensions in separate repositories**
 - Tizen Device APIs, Cordova APIs, early or experimental W3C APIs

Crosswalk Architecture - Modules



Crosswalk Architecture - Runtime



- Shared process model
- BP is shared with all WebApps
- WebApp contains EP and RP
- RP is sandboxed and can't do OS calls
- RP delegates OS calls to BP via IPC
- EP is not sandboxed and can do OS calls
-

Features for Tizen 3.0



New features and APIs

- **Web Components** (<http://www.w3.org/TR/components-intro/>)
 - Future of the web app design
- **Service Worker** (<http://www.w3.org/TR/service-workers/>)
 - Closing the gap between the native and web applications
- **Responsive Design**
 - Media queries (L4), @viewport (<http://dev.w3.org/csswg/css-device-adapt/>)
 - Picture element, srcset attribute
- **Native Client**
 - Portable version, pNaCl
- **Manifest** (<http://w3c.github.io/manifest/>)
 - Standard manifest for web applications
- **W3C SysApps: Raw Sockets** (<http://www.w3.org/2012/sysapps/tcp-udp-sockets/>)
- **W3C SysApps: Device Capabilities** (<http://www.w3.org/2012/sysapps/device-capabilities/>)
- **W3C SysApps: App URI** (<http://www.w3.org/2012/sysapps/app-uri/>)

New features and APIs (cont.)

- W3C Promises API
- W3C Resource Timing API (<http://www.w3.org/TR/resource-timing/>)
- W3C User Timing API (<http://www.w3.org/TR/user-timing/>)
- W3C Ambient Light API
- W3C GamePad API
- W3C NFC API
- EcmaScript SIMD
- W3C WebRTC
- W3C Web Animations
- HTML5 input enhancements
 - context menu, pattern attribute, data list element, autocomplete
- Beacon (<http://www.w3.org/TR/beacon/>)
- Vehicle API (IVI)
- DLNA API (IVI)

Existing 2.x Web Features are supported

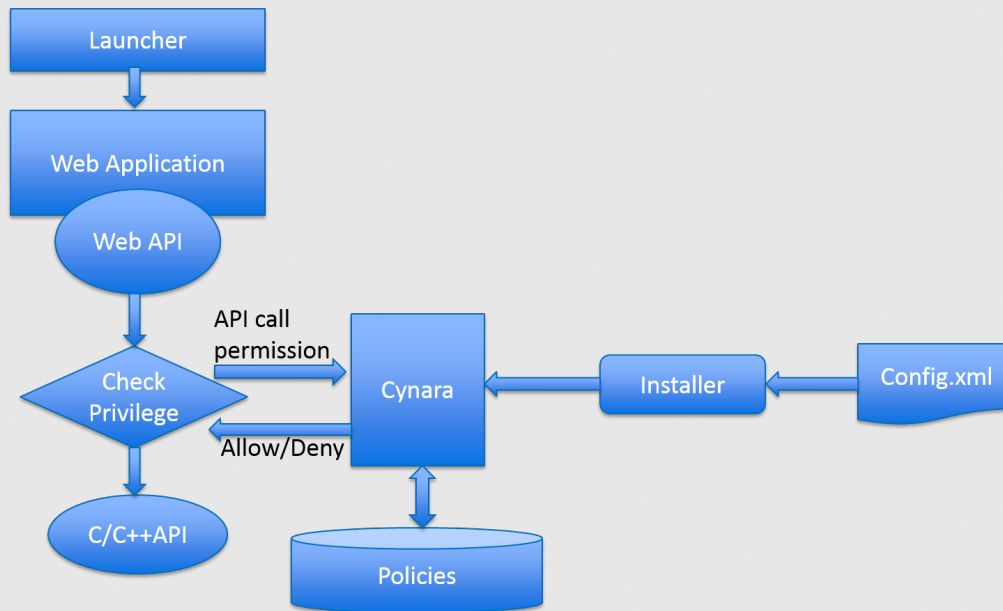
All the 2.x major features supported including

- Tizen Device APIs
- Security model and API permissions
- WebView for EFL applications
- W3C Widgets including Tizen extensions
- Cordova 3.x APIs
- W3C APIs (latest versions). Notable updates below.
 - CSS selectors (level 1&2)
 - Touch Events
 - SVG
 - Server Sent Events
 - Indexed DB
 - CORS
 - Drag and Drop
 - Web Notifications

Security

- **Tizen 3.0 new security model**
 - Compact 3-domain Smack policy for access control
 - Cynara policy checker service for API permission control
- **Crosswalk will be supporting both (Smack and Cynara)**
- **API permission checks are for**
 - All Tizen Device APIs
 - Experimental W3C APIs (e.g. SysApps APIs)
 - W3C Geolocation, getUserMedia, FullScreen, Web Notifications and Storage APIs (WebSQL, IndexedDB, and FileSystem)

Crosswalk and Cynara



- Policy is created during WebApp installation
- API permission is checked against the policy during runtime
- Policy contains **<application context>**, **<privilege>** tuple
- Permission check has simple answer: **ALLOW**, **DENY** or **ASK USER**

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How to Contribute for Crosswalk

Source Code and Build

- **Upstream is in GitHub**
 - <https://github.com/crosswalk-project>
 - Multiple repositories – for Tizen the relevant are
 - crosswalk
 - tizen-extensions-crosswalk
- **Tizen.org is updated daily from the upstream**
 - platform/framework/web/crosswalk.git
 - platform/framework/web/tizen-extensions-crosswalk.git
- **Build and Install**

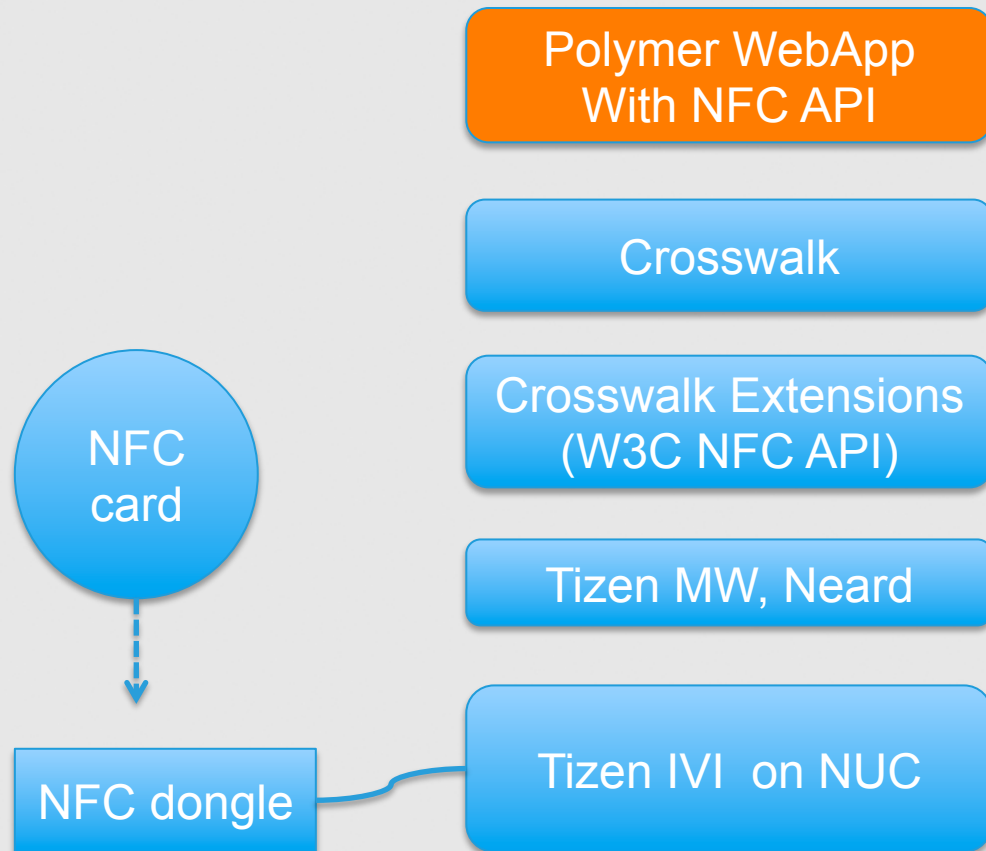
```
$ git clone ssh://poussa@review.tizen.org:/platform/framework/web/crosswalk.git
$ gbs build -A x86_64 # RPM is ready for device installation
$ rpm -ivh crosswalk-7.35.139.0-0.x86_64.rpm # On the device.
```


Demo



Demo – W3C NFC API and Sample App

- Web Components
- Polymer
- Crosswalk
- Tizen Extension
- Promises
- W3C NFC API
- NFC tag
- Tizen IVI on NUC
- Android Phone



<http://www.w3.org/TR/nfc/>



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